

Design Technology  
MYP4  
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- Explain the problem (Indicate its relevance):

1.2 Design Brief.

1.2.1 List at least 5 questions to research about the problem.

1. How to use the design cycle?
2. How do we communicate it in an understandable way?
3. Are we sure that it is user friendly for younger students?
4. What is an interesting way that they can interact with the design cycle?
5. What are the best materials to use when creating the design cycle?

1.2.2 Define at least 5 reliable and acknowledgeable resources (magazines, books, e-books, online databases, experts, manuals, online tutorials) that could answer your questions. (Reference properly the sources of information)

We had a group discussion that allowed us to discuss and take input from each other that allowed us to answer the q

1.2.3 Put the answers for the questions on section 1.2.1 here.

1. Follow the steps
2. we can communicate the design cycle in an understandable way by doing a fun and interactive presentation

3. Because it is bright and easy to understand and interactive which for some younger students is easier to understand
4. Puzzle
5. Bristol board, Velcro

### 1.3 Design Specification

1.3.1 List 3 requirements you must meet.

Dimensions: 90X90 cm

It must be interactive, attractive and fun

It must be a high quality product

1.3.2 Add 2 of your own requirements:

Must be user friendly

Must be easy to understand

1.3.3 Devise a detail method for evaluating your design against the specifications. (How are you going to test that the final product is really what you defined in this stage?)

1. Does it work?
2. Did it turn out as planned?
3. Does it contain all necessary information?
4. Does the directed audience understand?
5. Do they know how to use it?